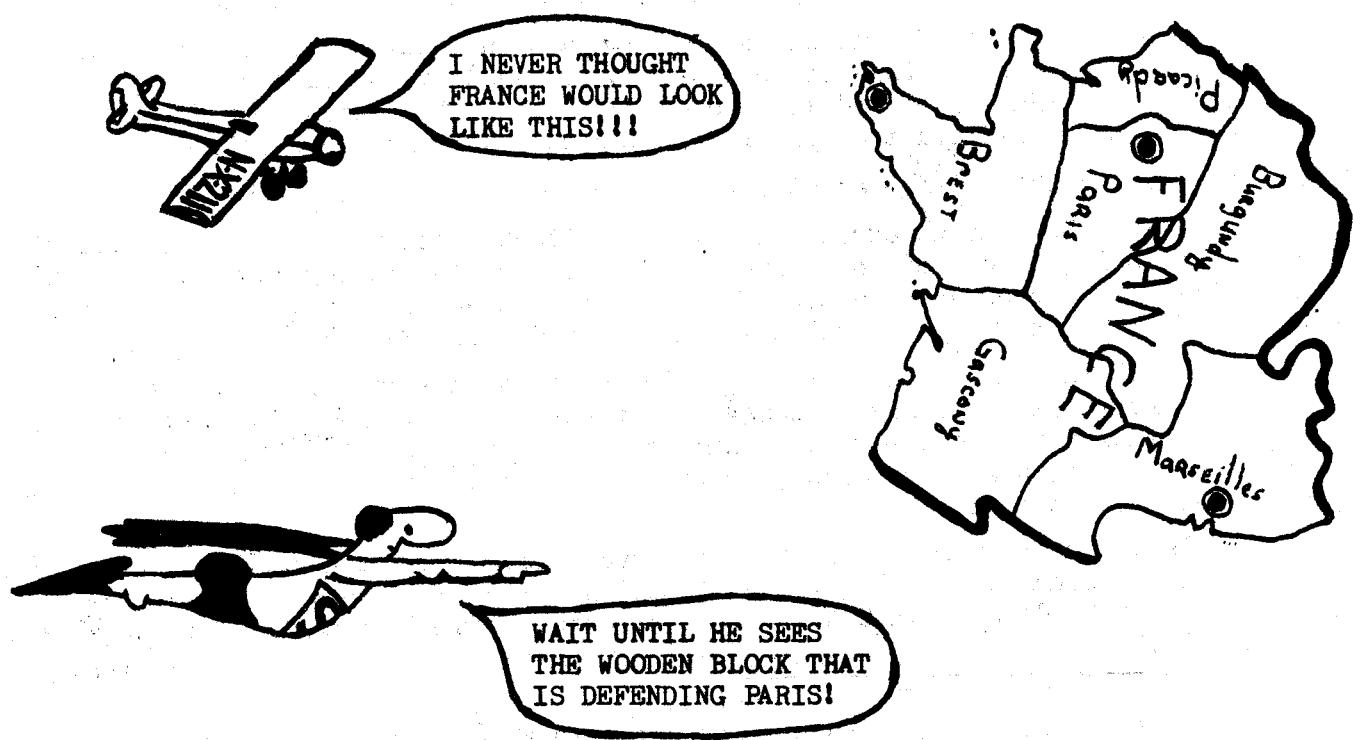


ANOTHER HIGH-FLYING ISSUE OF

CLAW & FANG



REMEMBER LINDY

20-21 MAY 1927

THE PUZZLE PAGE

You Be The Gamemaster

by John Michalski

I was tempted to jazz this up a little, but decided to send this as it occurred. This is straight out of my 1979E, the 10-day-deadline game. I hope this merits 3 free issues of C&F.

Orders are for Fall 1903.

AUSTRIA: A Ukr-Mos, A War S A Ukr-Mos, A Rum-Sev, A Vie-Gal, A Ser S F Bul(sc), F Bul(sc) S F Alb-Gre, F Alb-Gre, F Eas-Smy.

ENGLAND: F Nwy S F Edi-Nth, F Edi-Nth, F Eng-Bre, A Pic-Par, A StP S F Nwy.

FRANCE: F Tyn-Nap, A Gas-Mar, F Spa(sc)-Por, F MAO S F Spa(sc)-Por, A Bel-Lon, (France also had a F Lvp for which no order was submitted.).

GERMANY: A Yor-Lon, F Nth-Nwy, F Swe S F Nth-Nwy, F Den-Ska, A Kie-Hol, A Ber-Pru.

ITALY: F Por-Spa(nc), F Wes S F Por-Spa, A Tun and A Pie H.

RUSSIA: A Mos S Austrian A Ukr-Sev.

TURKEY: F Aeg-Smy, F Con-Smy, A Arm S A Sev, A Sev S Russian A Mos.

Adjudicate the moves and then turn to page 9 and check your answers [or mine].

Yes, John, you do win 3 free issues (3 102s are on their way). You, too, can win three free issues of CLAW & FANG (even consecutive ones) if you submit a complete game season to be adjudicated and it is used for "You Be The Gamemaster." It can be fictitious and be as difficult as you like....answers need not be supplied.

Answers to last month's "A Different Sort of Dippy Quiz" by Mark Berch:

1. False. There is an exception. If the attack which was to cut the support was a convoyed attack, and one of the convoying fleets was the dislodged unit, then the convoy fails, and the convoyed attack will fail to cut any support. A failed convoy does not affect the province to which it was ordered (XII, 3).

2. False. There is an exception: If the unit is in Portugal. There is no retreat from Portugal under any circumstances whatsoever. In addition, not only the position of other units is important, but also their orders. If another unit is ordered to standoff in a given space, or retreats to a given space, then there cannot be a retreat there either.

3. False. The player may be able to convoy around the attack. Thus, suppose he is considering a Con-Bul S by F Bla, but anticipated the enemy moving A Bul-Con S by F Aeg. Instead, he does F Bla C A Con-Bul, allowing both his attack and his opponents to succeed (XIV, 5).

4. False. There are two additional choices. (4) He can try to create a Beleagured Garrison. Thus, anticipating a doubly support attack, he might ask an ally to mount a supported attack, which unit Y would support. (5) The unit can participate in the dislodgement of a fleet involved in A's attack. Thus it can either dislodge the fleet or support the dislodgement of the fleet. Further complicating the question is that SOME GMs allow an unwanted, unneeded, but still ordered and disrupted convoy to foil the attack. The C&F Houserules do not allow this; the Rulebook is genuinely ambiguous on this point. Fortunately, the only people to guess this choice got something else wrong.

There was only one perfect score, submitted by Scott Marley.

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1978CI: THE PRESS? GAME

AUTUMN 1905: .. Italy F Tri R OTB; Russia F Nwg R Bar, A War R Ukr.

WINTER 1905: AUSTRIA even. FRANCE builds F Mar, A Bre. GERMANY builds A Kiel.

ITALY removes F Adr. RUSSIA removes F Nwy. TURKEY even.

SPRING 1906 due June 10. Change of address for Craig Reges to 16W 761 White Pines Rd., Bensenville, ILL 61455.

PRESS

GUTENBURG: Turkey talks better than he fights.

TURKEY: I vote that this game be annulled and Don be declared the winner on account of there being less press in this game than in any other game in C&F,

SPACELANES #10

by Tony Watson

[Spacelanes is an irregularly printed column dealing with science-fiction games. In addition to CLAW & FANG it also appears in Tony's RURITANIA and the Swedish war-gaming magazine COMBAT. It is intended to bring its readers news of new games and short reviews.]

A lot has been happening in the world of SF gaming. New titles are proliferating at an astounding rate.

GDW is fast becoming a major force in the SF game market. It's no wonder. All their offerings so far have been excellent; design, imagination and good graphic work have come together to form a body of high quality playable games. Their latest offering is DOUBLE STAR, a game about combat between two civilizations of a binary system. My copy arrived last week. Graphics are very nice and the game looks very interesting. Watch this column for a review. In addition, GDW is planning two other SF games. BELTER will deal with mining operations in the asteroid belt. SNAPSHOT will be an onboard ship combat game. From the brief description I read, it sounds as if it incorporates the TRAVELLER combat system and will serve as a sub module to that role playing game, much like MAYDAY did. Speaking of TRAVELLER (which I will do more in a minute), GDW is also planning, starting in June, to publish a journal dealing with the game. It is my guess that TRAVELLER is the second most popular role-playing game; after D&D and its variants. GDW is noted for their fine presentation and graphic work; the Journal of the Traveller's Aid Society should be quite a treat. GDW has Book 4, Mercenary, out to expand the basic TRAVELLER rules, and two supplements, 1001 Characters and Animal Encounters, both \$3.98 and very useful for the referee.

In addition to their own material, GDW has authorized Judges Guild, a group that puts out playing aids for D&D, to provide additional material for TRAVELLER. So far they have produced a set of basic rule reference sheets for combat, including small arms from the basic rules and the new ones from Mercenary. It is invaluable, since it computes range and ammo influences for you, cutting combat resolution time by about 2/3s. They have also come up with a set of spaceship blueprints (the standard types listed in the rules). They're not too bad (a little dull) but are large enough to plot combat on, especially since they are handily gridded off. The set is \$5.50. Their latest offering is a log book that offers multiple sheets for recording characters, as well as reprints of all the pertinent generation charts.

Some new charts, for family background, personality, and reason for leaving the home planet are included, as well as some ships papers. It's \$3 and worth it.

Other publishers have been busy. Metagaming continues its Micro series. STICKS AND STONES and BLACKHOLE are their latest. The classic STELLAR CONQUEST has been reissued in a box form, and GODSFIRE has been improved as well. Miniatures for OGRE and their popular MELEE/WIZARD games are coming out, too.

SPI has been busy. They have come out with their own version of the above mentioned Micros, attesting to the formers' selling appeal, "Space Capsules", \$3.98 each. My copies are on order. Some interesting things are included--even a giant monster attacks a city game like all those "B" films from the 50s! SPI also has their JOHN CARTER OF MARS, based on Burrough's everpopular series. It's on both character and army level and runs \$15. SPI is still at work on their FREEDOM IN THE GALAXY, a game that is heavily inspired by Star Wars, though not officially a Star Wars game. It's slated for release in the second half of the year. I for one am looking forward to it!

Lack of space inhibits me from doing any reviews this time around; the news simply took up too much space. I'll have another set of mini-reviews again next time, dealing with tactical space games.

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1978IZ

AUTUMN 1902: Austria F Gre R Ion; Russia F Swe R OTB

WINTER 1902: AUSTRIA removes A Gal. ENGLAND and ITALY even. FRANCE builds F Mar.

GERMANY builds A Mun. RUSSIA builds A Mos. TURKEY builds F Con, F Smy.

SPRING 1903 due June 10.

1978 HK DARKOVER

GM: Rod Walker, 1273 Crest Dr., Encinitas, CA 92024
 TRAFFIC JAM IN NORTH SEA AS FROGS PREPARE TO SWALLOW ENGLAND WHOLE. KAISER, KAISER, WHO'S GOT THE KAISER? BALKANS RESEMBLE SOUTHERN CALIFORNIA GAS STATION. WALKER FINALLY GETS HIS SHIT TOGETHER.

Spring 1904: Gary Burce's much-regretted resignation from the game has produced a bad void in central Europe since we did not get orders from the replacement player this time. Alas. The Turkish orders were written from Dwayne Shreve's General Orders. These GOs are now expired through use and should be replaced. I still have GOs on file from Austria, France, and Russia. I feel I should warn the Austrian player, by the way, that under my HRs a set of GOs cannot generate a set of replacement GOs. This can only be done by the responsible player, personally. My HRs say GOs expire upon use, and that's exactly what they do, period.

AUSTRIA (Berch): A Vic→Bud, A Bud→Ser, A Gre S ITALIAN A Nap→Alb.

ENGLAND (Hendrix): F Swe H, F Ska→Nth, F Nth→Eng.

FRANCE (Stevens): F Bre→Eng, F Eng→Lon, F Edi→Nth, A Spa→Mar, A Bur→Bel, A Gas→Par.

GERMANY (McCall?): NMR. F Hel, F Den, A Wal, A Hol, A Mun, A Kie all H.

ITALY (Price): A Nap→Alb C by F Ion, A Trl H, A Tri S AUSTRIAN A Bud→Ser, F Tyr S F Ion.

RUSSIA (Hightower): A Sev→Ukr, A StP→Fin, A Lvn→War, A Nwy H, A Gal→Boh,

A Sor→Rum S by F Bla.

TURKEY (Shreve?) NMR. (by GOs): F Eas→Ion S by F Aeg, F Con S A Bul, A Bul S AUS A Gre.

Fall 1904 orders due June 5. Standby orders are requested from the following:

For Germany: Vic Carpenter, 4525 B McChord Dr., S.W., Tacoma, WA 98499

For Turkey: David Loewenstein, 12002 Audubon Ave., Philadelphia, PA 19116

Change of address for Scott Hightower to c/o 3299 Pimlico Parkway, Lexington, KY 40502.

H.M.S. RUSTY BUCKET, SOMEWHERE IN THE NORTH SEA: "This is the Captain speaking. England expects every person to do his or her duty in repelling the hated invader, just as soon as we can figure out which one is friendly. 'Why I left my home to travel 'round the polo, God only knows.' First person to name that poem gets a date with the Captain's palm tree. This month's favorite song is 'Deutschland Uber Alles'--it's a duet for balalaika and English horn. Tune in next month for another exciting chapter of 'Screw Your Neighbor', while we all try to guess who is on whose side. FULL SPEED AHEAD. (At least for now.)"

Blub, blub, blub...

(Impact of French torpedo...or was it German?)

1978 CH THE WINNERS' GAME

GM: David Forte, Apt 412, 11800 Edgewater Dr., Lakewood, OH 44107

WINTER 1904: CAN THE ANGO-FRENCH GATHER IT IN?

Retreats: AUSTRIA A Tyro ret Vie

AUSTRIA: Even. Has Armies Alb, Ser, Tri, Boh, Vie; Fleets Gre, Adr

ENGLAND: Build A Edi, One build declined. Has Armies StP, Kie, Hol, Edi; Fleets Swe, Den, Nth,

FRANCE: Build A Par, F Mar. Has Armies Rus, Dur, Tyr, Rom, Par; Fleets Ion, Nap, Tun, Mar [] Bar

GERMANY: Even. Has Armies Ven, Mun

ITALY: Remove A Tus. Has Fleet Smy

RUSSIA: Remove F Bla. Has Armies Sev, Ber, Sil, Lva; Fleets Aeg, Bal

TURKEY: Remove F Syr (out)

FROM THE SHORES OF LAKE ERIE: Soon I shall be laying on my annual perpatetic travels for the summer. This year, however, I shall be relatively stable in and around the Boston area. Future moves should be sent to me at my father's address (listed below). I should be leaving eastward sometime around the first of June. For the coming Spring 1905 season, however, I should like each player to send a copy of duplicate moves both to my Lakewood address and my Dad's address.

From June 1 (approximately) onward: David Forte, c/o John A Forte, 15 Baird Way, Centerville, Mass. 02632. Phone: (617) 428-6839.

As a USPS survey, let's try the following. Please mark on the back of the envelope the time and date when posted. I shall have my father mark the date of reception on Cape Cod. I shall publish the results next issue so you know when to mail in time. (Of course I am assuming the USPS will be consistent, silly boy!) Spring moves due June 7,

A CENTENNIAL CONTRIBUTION:

"IT'S AN ALLY; CAN I KEEP IT, DADDY?"

by Mark Rowell

Recent issues of CLAW & FANG have covered the subject of breaking alliances, so I will discuss an equally important facet of the game of Diplomacy: keeping alliances. I will not tackle the whole subject but will stick to a few points that hit me over the head in a recent game.

The situation was: France and England were pursuing a very successful alliance aimed at a two-way draw. Germany, Russia, and Italy all fell to the alliance, with the aid of Austria in the last case. As England took the last Russian center, Austria and France began to wear down Turkey. England joined in for the Spring move. However, the alliance ended when, in the Fall, England stabbed France, taking two centers.

Why did this alliance break up? It had been running very smoothly and was accomplishing its goals. Both players had agreed that a two-way draw would be the most satisfying ending for the game. Why did England risk the alienation of a stab? Although examining the board does not give the whole story in any game, in this game it reveals a great deal. Below is the game situation before the stab.

CENTERS OWNED:

England: Home, Russia, Scandinavia, Holland, Kiel, and Berlin

France: Home, Iberia, Belgium, Munich, Tunis, Naples, and Rome

Austria: Home, Serbia, Venice, and took Greece in the Spring

Turkey: Home

UNITS CONTROLLED:

England: Armies in Sevastopol, Moscow, Ukraina, Warsaw, Livonia, Kiel, Yorkshire, and Edinburgh

Fleets in Norway, North Sea, Norwegian Sea, and Baltic Sea

France: Armies in Burgundy, Paris, Piedmont, Bulgaria, Rumania, Galicia, Bohemia, and Naples

Fleets in Western Mediterranean, Ionian Sea, Tyrrhenian Sea, and Eastern Mediterranean

Austria: Armies in Venice, Serbia, Greece, Budapest, and Vienna

Turkey: Army in Constantinople

Fleets in Smyrna, Ankara, and Aegean Sea

Two problems are fairly obvious: French units screened Austria from any effective English attack and the only other attack that would have been in keeping with the terms of the alliance was a single-unit attack against Turkey. The alliance fell apart because England no longer had any other enemies that he could reach.

This game brings out two rules of thumb for keeping an alliance for an entire game or even a portion thereof. If you don't want to lose an ally: 1) never let your units get between him and a future enemy, and 2) make your plans with an eye to giving him a place to go other than after your centers. You must also make sure that your ally extends these same considerations to you.

Following these maxims is not necessarily easy. It involves looking several years ahead to figure out the long-term implications of this year's moves. A good move this year may not be a good move in the long run. It also involves some real brass-tacks communication with your ally, and that is the hardest part. Some people may have difficulty accepting your request to not make a move that will give them an immediate gain because of possible long-term complications. But, then again, Diplomacy is the name of the game.

Final exams have kept Conrad von Metzke from typing stencils this month so results are once again going directly to the players. All missing seasons will be printed in C&F next month.

A C&F FICTION PRESENTATION:

A BEAUTIFUL DAY IN MAY

by William C. Schiawitz

Ah! I can't tell you how good it feels to breathe the sweet spring air and smell the blooming flowers and really experience the beauty of life. And why not? With the enemy in full retreat cowering on that little dainty hill, the victory will be complete by nightfall. The laurel awaits me and history will surely know my name. It is such a beautiful day.

"Sir" my aide approached. "The men are ready for review but take care there are snipers about." "Snipers" he says. Why two months ago I led the charge that turned the enemy's flank amidst a hail of bullets. I've always been in the thick of it and the scars prove it. I've survived them all and now I should fear a bullet in the brain. The hell with them, death would only add a greater glory to my name.

There they stand, the whelps helpless except for me. I rallied them time and again when they would have wet their pants in the face of the enemy. What do they want from me that they can't even take that stink'n little hill by themselves. God, it's hot, I'm starting to perspire. Their faces make me sick. Was that a shot I heard? "Aide, I've decided to retire to my tent to rest; do continue the review."

"But, Sir, the men expect....." "God dammit, do as I say, I don't care what the men expect, join me within the hour, the attack goes as planned."

I must rest if only for a moment. Suddenly my strength is gone. It certainly is a beautiful day like no other I've ever seen and how I wish I could just sit here and watch it forever.

Now what? Has the hour passed so quickly? "Sir, the commanders here await your order for the attack. All is ready. Will you be assuming your original position in the front line?" "Signal the attack and I will guide the battle from here; I'm not well." He looked dismayed. "Sir, we're all expecting you to lead the charge. The men will be disappointed, illness never held you back before." "You insolent twerp, you have the nerve to question me? I should have you shot. Get out of my sight, you're all a bunch of cowards, can't you do one simple thing without me leading you by the hand?"

Why am I shaking? I just have to relax. Soon the day will be over and everything will be fine. There's the charge and both flanks are closing on the hill as I planned. Yes there'll be parades, and honors, much wealth and perhaps sexy women to entertain this old flesh, and all because of this one beautiful day.

"Sir, the enemy has broken through our front lines, the camp will soon be surrounded." Why this intrusion! My dreams are crumbling. I can't, I won't, why should I lay down my life for those cowards. "Sir, the enemy horses are approaching, flee for your life or you'll be captured." Captured! That humiliation I could never endure. What am I to do? What can I do? Oh God help me! Clear my eyes!

My hands slowly reached for the pistol, the barrel pointed at my brain, my finger ever tightening on the trigger. No! God! No! It's for me, not for them.

"Lieutenant, saddle my horse, we shall yet bring victory from defeat." A bird chirped, the sun shone bright, a shot rang out from the trees, and a lifeless body fell amongst the blooming flowers on a beautiful day in May.

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In lieu of "The Diplomat's Other Table" this month I'll give you two items lifted from Herb Caen's column in the SAN FRANCISCO CHRONICLE.

"Beautifully bobbed word in a Santa Cruz Good Times' article by Bruce Bratton warning holiday revelers to 'beware the mignons of the law.' Inquires Ruth Durst: 'Police steakouts?'"

"And that was a kicky news story about ITT's Continental Baking Corp. (of Rye, N.Y., yet) being nailed by the Feds because the 'high fiber content' in its health bread turned out to be wood pulp. Inquires Jon Faulkner: 'Isn't this the company whose motto is "Our Bark Is As Good As Our Bite?!"'

[Sorry, Arn.]

THE WRAP UP OF 1975HG

The Centers:

	<u>00</u>	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>
AUSTRIA	3	4	5	5	5	5	5	5	4	3	2	0	-	-	-	-
ENGLAND	3	5	5	6	8	9	9	7	7	6	5	5	4	0	-	-
FRANCE	3	5	6	5	5	6	6	8	9	9	10	12	13	17	17	18
GERMANY	3	5	5	6	3	1	1	1	0	-	-	-	-	-	-	-
ITALY	3	3	4	4	5	5	6	6	8	8	8	9	10	12	14	16
RUSSIA	4	4**	3	1	1	1	0	-	-	-	-	-	-	-	-	-
TURKEY	3	4	6	7	7	7	7	7	6	8	9	8	7	5	3	0

The Participants:

GM: Scott Hightower (res W'10), Don Horton. AUSTRIA: Stephen Locke (dr F'07), Paul Funkenbusch (out F'11). ENGLAND: David Reynolds (res W'10), Roland Straten (out F'11). FRANCE: Arnold Vagts, Jr. (won F'15). GERMANY: David Carawan (dr F'05), C.D. (out F'08). ITALY: Sid Jolly. RUSSIA John Dutcher (dr W'01), Steve Morill (dr W'02), Morgan Woodward (dr S'04), C.D. (out F'06). TURKEY: Don Dewsnap (res W'10), Konrad Baumeister (out F'15). [Whoops! Mike Kane played France S'01 only then dropped.]

Player's Statements:

ARNOLD VAGTS (FRANCE): This game had an interesting set of alliances. I came in as a replacement for France and was taking a beating: both Germany and England were in France and the Eastern powers were fighting among themselves leaving the German/English alliance alone so they could concentrate on France. Naturally, I tried to break the G/E alliance but was not surprisingly able to do so. Germany (Carawan), whom I'd met personally, refused to even answer my cards. England (Reynolds) replied but would only agree to non aggression, mainly because I think he was afraid Germany would reap most of the benefits if he continued to actively attack me. Perhaps he thought that I could hold Germany off by myself (I could, and even made minor progress) and he would wait until someone in the East attacked Germany during which he could get me all for himself. His neutrality permitted me time to negotiate with the Eastern powers.

My first major break was in persuading Italy, Austria, and Turkey to attack Germany. It was a good deal for them although it was tricky to hold together. Italy was on the verge of attacking me since he thought France would crumble to Germany/England and he did not want England getting into the Med. I convinced him that I would not crumble, and since he did not want to attack me for offensive reasons, readily agreed to an alliance. Italy (Jolly) was a good ally throughout the game and was open to innovative strategies. Turkey (Dewsnap) also was a very good ally and would have also had a shot at winning had he not dropped out. When Baumeister replaced him, Italy felt no longer bound by their alliance and wanted to attack him. I was non-committal on this since Baumeister was not agreeing to my anti-England tactics (Dewsnap had taken a fleet all the way into the Irish Sea!) and I think he was trying to work something out with England. Baumeister also persisted in trying to get me to attack Italy; this would have been very foolish of me and I think he must have thought me stupid. If one is going to stab an ally, one SHOULD benefit from it. I had my hands full fighting England. It came down to Italy and France vs Turkey and England (the inner powers vs the outer powers). By this time I had reduced Germany to rubble; England even took some German centers when he saw him in trouble. In poor taste, I think, since it was only a short term gain.

This game was particularly satisfying since I didn't have to stab anyone to win: to me, an ideal strategy is one which is so well planned that one doesn't NEED to stab. There was considerable luck in finding allies willing to seriously negotiate and in dropping out (otherwise: draw time) at the right time. Stabbing represents flawed strategy and is a necessary evil at times (e.g. Straten denied me a draw and won 76BN-- this was a necessary stab to win and I think he did the correct thing, the dirty rat.) One of the main factors in my winning and not Italy (Jolly) was that England totally collapsed at the end; I took a chance at a quick elimination and guessed right. England should have played safe since I'm sure he could have held out longer than Turkey which would have given Italy the edge. There was never any intention on either Italy's or my part to attack one another, just who was going to get enough Russian centers to win.

(continued overleaf)

Scott Hightower is to be complimented on his conscientious efforts as GM. I protested an adjudication and agreed to binding arbitration by Fred Davis. I did not agree with Fred's decision (which was a compromise) but at least an effort was made to resolve the issue and I accepted their decision. As always, thanks must go to those publishers such as Don Horton who keep this hobby alive; Don is one of the most reliable and intelligent publishers around and deserves our gratitude and adulation. (Actually, he made me say that, I really only subscribe to C&F for the recipes.)

KONRAD BAUMEISTER (TURKEY): When I got into this game, I immediately caused one of the largest furors ever seen on the Diplomacy board. I allied with Reynolds (England) initially, to attack Vagts' France. However, Vagts protested, and the game was delayed. The neutral arbiter's decision was to replay the moves of the past season (i.e. in which I made my first moves), so we did. However, I started getting some totally unveiled threats from Vagts, and after a lot of correspondence I decided to aid him in attacking England. Naturally, the result of all this was that France gained immensely from the hiatus caused by my entry. England, who couldn't understand any of my actions from breathing onward (and, to tell the truth, I didn't know what the hell I was doing, either), then protested and the game was delayed again. (Remember, this was a Mensa game, restricted to Mensans only. At the time, I wasn't a Mensan, and Reynolds thought that he'd use this to give himself an out from his disastrous season in which I sided with Vagts. Just to prove to Reynolds that a non-M can play just as well (if not better) than a M (which he didn't seem to be able to comprehend), I signed up for Mensa and was accepted. Reynolds then resigned to let the game proceed. The game continued then, but under the aegis of the Fangmaster, rather than the previous GM, Scott Hightower, who had also thrown in the towel.

I figured that I had worked my way onto Vagts' good side, since I had helped him wherever he wanted help, and had moved exactly as he asked. However, Vagts responded by lying blatantly to me over the phone and in letters, about things which couldn't have changed the outcome of the game one whit. He then attacked Warsaw. After I saw the results of that season, I got a card from Vagts saying that I had attacked him!!! This I didn't understand, since, after all, for all practical purposes I was his puppet. He had said earlier than what had happened before the first delay didn't matter, since it was all changed anyway.

I warned Jolly (Italy) of Vagts' ruthless playing style, but Italy was deaf to everything I said, and so he justly deserved having France stab him in the last year of the game.

Overall, for the time that I was in it, it was a fine game. In case Arn Vagts was wondering, I would have helped him to a win if he hadn't lied to me as such...and I've nothing against lies, but they should at least profit the liar. In this case, Arn would have won at least two years earlier. What it boils down to is that one should never take your opponent for a fool, even if he is one. In this case, Arn decided that I would believe everything that he said. After he stabbed me and told me that he was still committed to alliance, I decided that I wouldn't even write back, and I attacked him. After that, it was merely a matter of time before he won. I had ruined my chances by believing him in the beginning. And so, under it all, Arn played a fine game. Thanks go to him for exposing me to some first class lying. Next time, I hope that it serves a purpose.

P.S. The above statement was written in Winter 1913, after it appeared that France would take StP for the win. Instead of doing that, he waited until Turkey was eliminated to claim his win over Italy, and believed him all the way to the bitter end. Chalk up another beautiful victory for Arn Vagts.

III II I II III

1978AZ (MENSA 8)

AUTUMN 1905: France F Gre R Ion, Germany A Mos R Iva.

WINTER 1905: AUSTRIA builds A Vie. ENGLAND builds F Edi. FRANCE even.

GERMANY removes A Iva. ITALY removes F Tun. TURKEY builds F Smy.

SPRING 1906 due June 10. Steve Greenberg has had to resign. Italy will go into C.D.

1978W (MENSA 9)

AUTUMN 1903: Italy F Tyrr R OTB, A Tri R Vic.

WINTER 1903: AUSTRIA and ENGLAND even. FRANCE builds F Mar. GERMANY removes F Hel.

ITALY removes F Tus. RUSSIA builds A Mos. TURKEY builds F Smy, A Con.

SPRING 1904 due June 10.

— TRAVELLER No. III

by Eric Ozog

About the game: After character creation, the individual joins one of the space services. The character is 18 years old, and enlists in either the Navy, Marines, Army, Scouts, Merchants, or Other, by the person's choice.

Each service has an enlistment die throw, and if the number required is not reached, then the character is automatically drafted, and a random throw is made to determine the service.

Once in the space service, the character acquires skills during his or her four year term. Skills range from increasing personal strength and education levels, etc., and learning how to handle different weapons such as the sword, dagger, revolver, laser carbine, etc., and range to learning about electronics, computers, piloting, gambling, brawling, forgery, bribery, etc. Actually, I believe the guy who conceived of this game wanted to create a race of super-crooks.

A character may want to stay in the service longer. As long as he gets the required die roll, he can stay in the service and acquire more skills. However, a person may not stay in the service for more than 7 terms, and after age 34 the aging process begins, and the person's strength, dexterity, and endurance levels may decrease.

Once out of the service, the character receives benefits such as cash, pension plans, starship passage tickets, and additional skills. If a person was in the scouts or merchants, he can get access to a starship. Naturally, the service a person decides to enlist in will have the kind of skills and benefits that the person wants to receive. The adventure then begins.

The Story

Back to the common room at the hotel, Elliot made a general announcement. Speaking in the universal tongue he said, "I am Captain Elliot Fesarius of the F.S.S. Exeter II. I need two gunners, an engineer, and a steward. There is also room for 5 more passengers. The Exeter II will be departing to Randia tomorrow morning, stardate 504.120."

A man came into the common room (via the bar), and asked for a job. His name was Lawrence Venusor, and he claimed to have gunnerly level 4. Elliot didn't believe him at first (knowing what kinds of scum floating around the universe) but Venusor showed his papers to prove it.

"I'll blow 'em out o' t' sky", he said in a sluggish Assinkian accent. Elliot wondered whether or not he could use a buzzed gunnery officer, and decided to take a chance.

The captain also hired Roger Dosmier, a gunner with engineering skills as well, and the mysterious Minna Grok, as his Steward.

Sir Xavier Sourcess informed Elliot that he was coming along and flashed his high passage ticket. (Understandable, he wants to get away from any more possible snipers.) Alegius Arken, who wanted to explore the lost ruins on Randia, decided to join the party. So-called electronics wizard Lasheema Chiqualla (wanted on 3 systems) wanted to come too. (10,000 credits, please.) The seductively looking creep Leo Loskenion (am I implying that this man may not be all that nice?), insisted on coming along too, "for business reasons", high passage, no less.

"Elliot, can't you see through this guy? He'll give you nothing but trouble, mark my words!" I (the GM) wanted to say but of course, I will keep my mouth shut, and not warn Mr. Elliot. I am only a spectator, and only report about the events.

FINALLY, next time, I promise we'll get off this damned planet.



Answer to "You Be The Gamemaster" (page 2).

AUSTRIA: A War* S A Ukr→Mos*, A Rum*→Sev, A Vie→Gal*, A Ser* S F Bul(sc), F Eas*→Smy, F Bul(sc)* S F Alb→Gre*.

ENGLAND: F Nwy* S F Edi*→Nth, F Eng→Bre*, A Pic→Pan*, A StP* S F Nwy.

FRANCE: F Tyn→Nap*, A Gas→Mar*, F MAO* S F Spa(sc)*→Por, A Bel→Hol, A Lvp* H (unord.).

GERMANY: A Yor→Bav*, F Swe* S F Nth*→Nwy, F Den→Ska*, A Kie→Hol*, A Ber→Pru*.

ITALY: F Wes* S F Por*→Spa(nc), A Tun* H, A Pie* H.

RUSSIA: A Mos S Aus A Ukr→Sev NSO /d/ R(Iva, OTB)*.

TURKEY: F Aeg*→Smy, F Con*→Smy, A Arm*, S A Sev, A Sev* S RUS A Mos.

This is the 102nd issue of CLAW & FANG which is published monthly by Don Horton, 16 Jordan Ct., Sacramento, Calif 95826. Telephone: (916) 383-4848. Associate Editor: Mike (Smacko) McMillie—who also did the cover. Subscription rate is 12 issues for \$5.00. Game fee is \$3.00 plus a subscription. Then there is the SIX DOLLAR SPECIAL: 1 game and 8 issues for six dollars. There are game openings.

This month's issue is dedicated to Virginia the tree climbing wolf and part-time resident of the Los Angeles Zoo. Two months ago, Virginia, who is reportedly fairly tame, performed the uncanine act of climbing a tree and escaping her enclosure. She stayed in the vicinity and zoo personnel finally nailed her with a tranquilizer and returned her to her mate (who must be some dog). Even though the tree had been removed, Virginia still had a desire for freedom. She is now known as Virginia the fence climbing wolf by those who are looking for her.

JOHN LEEDER ANNOUNCES:

The Annual North American Zine and Gamesmaster Poll.

Simplicity itself. Simply rate each North American dipzine you receive on a scale of 0-10, with 10 being the highest possible rating and 0 the lowest. You may use whatever subjective criteria you wish; just give the zine one overall rating.

Similarly, rate each gamesmaster whose games you are currently playing in or have recently played in. Again, use whatever standards you wish; just give each GM one overall rating. Mail your votes to me [John Leeder]. All will be held in strictest confidence. Votes will be tabulated at the end of June.

Sign your votes, to avoid duplication. Indicate some way you are part of the hobby (e.g. subscriber to , player in game , publisher of etc.) to avoid ringers.

Please don't vote for non-North American zines or non-Diplomacy zines (although Diplomacy genzines are O.K.).

Please vote for gamesmasters by name, not by zine, for two reasons: some zines have more than one GM; also there may be zines whose publishers I don't know by name.

Last year, only 56 ballots were tabulated. The North American hobby can do a lot better! The more people vote, the more realistic a picture we get of the true tastes of North American Diplomacy enthusiasts.

--John Leeder, 2202 Broadview Rd NW, Calgary, Alberta T2N 3H8 Canada.

Fangmaster's Comments

CLAW & FANG usually winds up 5th or 6th in this and like polls. The interesting thing is that most of the zines ranking ahead of C&F aren't even in the top ten after a year or two having run downhill or ceased publishing altogether. I think that C&F is better now than it has been anytime in the over 6 years of publication. But even if you don't feel as I do that longevity should count for something still send your votes in. Last year's total of 56 ballots is less than a fifth of C&F's readership alone. Let's make this poll meaningful, everyone send at least a postcard to Leeder with your votes.

Want to adjudication a Diplomacy season?

See page 2 of
CLAW & FANG #102 sent your way by
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